

AMSTRAD CPC



The  
**MICRO**  
Selection

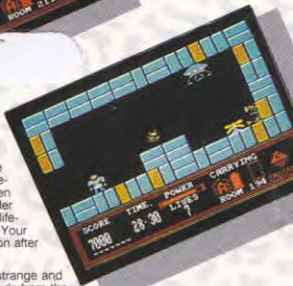
**199**  
Selection

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"...help us ...power fading ...unknown force ... please HELP..." - the final message from Space Port Antari. Investigations pointed to an alien power source, able to render inactive all Carbon-based life-forms and their equipment. Your job is to reactivate the station after its years of neglect.

Antari is now infested with strange and dangerous life-forms; fuel rods from the Power Chamber have been scattered around the station and lost in the complex of decks and chambers. Time is limited - radiation will penetrate your craft's skin - it's all up to you!



You are the Commander of Federation Patrol Craft **Activator**. Using your remote Activator pod, you must enter the multi-chambered complex of Antari, blasting the strange creatures that lurk behind every corner, and locate the missing fuel rods and return them to their proper place. Exploration and mapping will be essential, as well as quick reactions - for even when you've completed your task, you still have to get out before the radiation gets you!

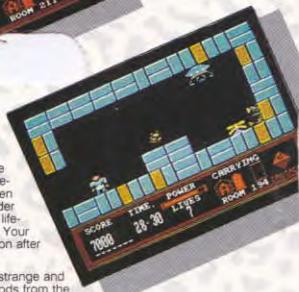






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